NES-W3-USA-1 ★

WHEEL OF FORTUNE
Over A Thousand New Puzzles!
WHEEL OF FORTUNE
FAMILY EDITION
ALL NEW!
BASED ON THE NO. 1 HIT TV GAME SHOW!
Official Nintendo Seal of Quality
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Nintendo ENTERTAINMENT SYSTEM®
H 1002 REV-A

WHEEL OF FORTUNE® FAMILY EDITION

INSTRUCTION BOOKLET

GameTek™

The Biggest Names are on our Games!sm

We are the high-tech electronic entertainment company that puts you in the picture with home versions of television's top game shows. These are the games that families—from kids to teens to parents to seniors—have been eagerly playing for several years. Now, here's a new version to play...either with friends or alone against the computer.

GameTek's Nintendo version of Wheel of Fortune© Family Edition is lively and challenging, just like the original Wheel of Fortune Nintendo game and the Wheel of Fortune Junior Edition, and just like the television show the whole family loves. Now, with over 1,000 new puzzles, you can enter consonants, buy vowels, and solve puzzles. Do it without going bankrupt and the chance to win "cash" and an exciting "dream prize" is yours!

This official seal is your assurance that Nintendo has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

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WHEEL OF FORTUNE® FAMILY EDITION

Television's number-one game show has an all-new Nintendo edition! Play familiar, favorite categories and challenging new ones as well. Get set to spin! Get set to win!

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HOW TO USE THE CONTROLLER

If 1 player plays alone or against the computer, only Controller 1 is used.
If 2 players are competing, Player #1 uses Controller 1 and Player #2 uses Controller 2.
If 3 players are competing, Player #1 and Player #3 share Controller 1 and take turns using it.

CONTROL PAD

Pressing the arrowed tips left or right scrolls the cursor:

a. Left or right to stop on desired letters. You can even "wrap around" the ends by going past END to reach A, or scrolling to the left of A to reach END.

b. Back and forth to make selections such as 1•2•3 or YES•NO or SPIN•VOWEL•SOLVE.

START BUTTON

Starts The Game

A, B BUTTONS

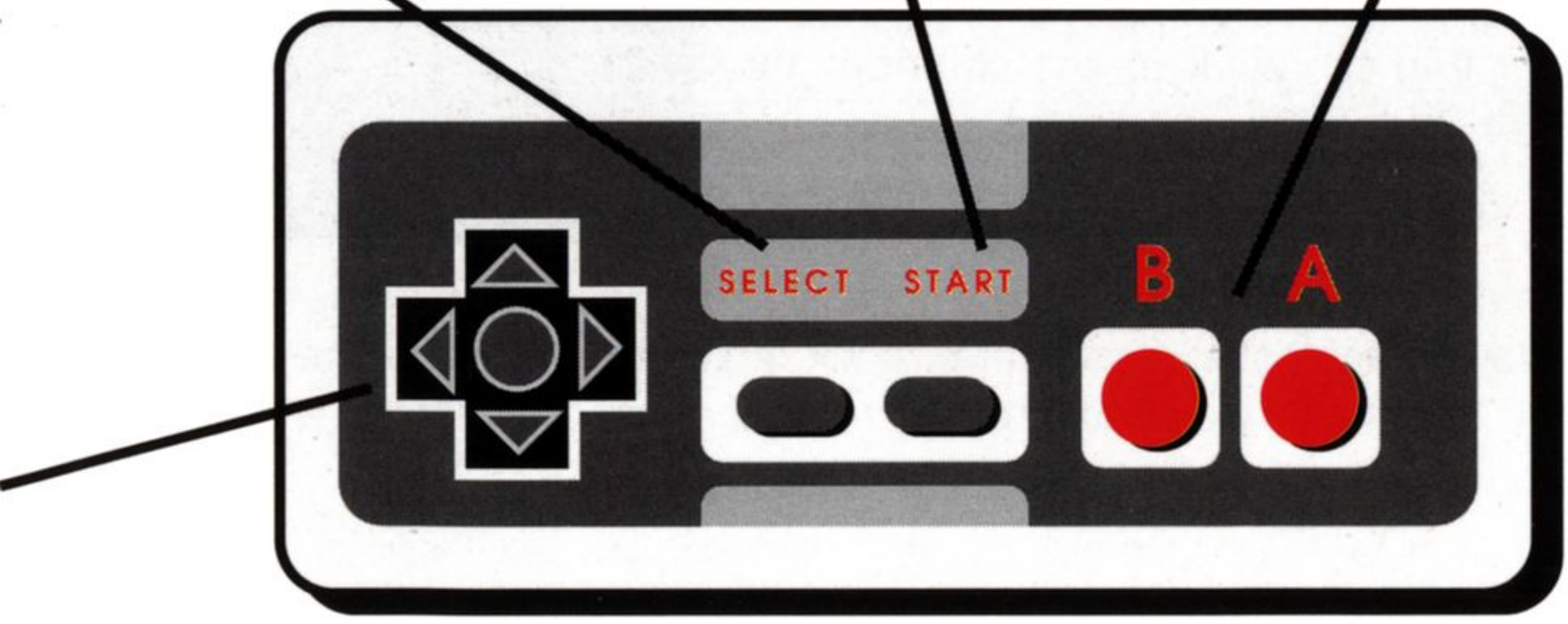
Either A or B can be used to:

a. Lock in your selection of letters, ⬅, and END.

b. Start the Wheel spinning after you have selected to SPIN.

SELECT BUTTON

Not Used



SETTING UP THE GAME

1. Players decide in advance who is to go first, second, etc.

2. Player #1, press the START BUTTON on your Controller when PRESS START TO BEGIN flashes on the screen.

3. Player #1, press the CONTROL PAD to the right to scroll the cursor to the number of players (1•2•3) in the game. Lock in that number by pressing the A or B BUTTON.

4. If you are playing alone or with one friend, you will be offered the choice (YES•NO) of playing against the computer. Lock in your choice with the A or B BUTTON. If you choose to play against the computer, you are offered a choice

of 3 skill levels. These skill levels determine the computer's intelligence when guessing letters and solving puzzles. There is a great difference in the computer's intelligence from Level 1 to Level 2.

5. All players, enter your name, in turn, by scrolling the cursor left or right, or wrapping around the alphabet, using the left and right direction arrows on your CONTROL PAD. Lock in each letter with the A or B BUTTON. When your name is complete, scroll to END and lock it in with the A or B BUTTON. (In games against the computer, a name will be entered automatically when the computer player's turn comes on.)

HOW TO PLAY ROUND 1

1. The screen opens with the Wheel of Fortune board displaying the category. It could be: PERSON, PEOPLE, PHRASE, PLACE, EVENT, TITLE, THING, THINGS, FICTIONAL PERSON, or SAME NAME.

    a. Blank boxes show the number of puzzle letters and puzzle words.

    b. All players' names appear in order of play.

    c. An arrow points to Player #1's name to start the game. The arrow moves to the other players' names as their turns come up.

2. Player #1, you are offered the choice of a flashing SPIN or scrolling the cursor to VOWEL or SOLVE. (Players usually elect to SPIN for the first few turns until several letters appear on the board.) You cannot buy vowels until you have at least $250 in your winnings column for the current round.

    a. Your decision to SPIN, buy a VOWEL, or SOLVE the puzzle must be made quickly, as the timer (lower left of screen) is counting down to 00.

    b. If you do not make a decision during the countdown, a buzzer sounds, signaling OUT OF TIME. Play passes to the next player.

3. CHOOSING TO SPIN:

a. Player #1, if you decide to SPIN, lock in the flashing SPIN with the A or B BUTTON.

b. The Wheel appears on the screen. To start the Wheel spinning, press the A or B BUTTON.

c. A moving horizontal bar (at the upper left of the screen) determines how fast the Wheel is to spin. Pressing the A or B BUTTON when the bar is short triggers a slow spin; when the bar is long, you get a fast spin.

d. During the spin, the value meter (at the upper right of the screen) shows the dollar values as they change. When the Wheel stops, the number on which it has stopped determines the value of the consonant you will be selecting during your turn.

These are the only exceptions:
1) If the Wheel stops on B (BANKRUPT), you lose all your winnings for the current round.
2) If the wheel stops on M (MISS A TURN), you miss your next turn.
3) If the Wheel stops on +, you get a FREE SPIN, which you can use during that turn or store and use when the game offers it back at any time during that round if you enter an incorrect letter or land on M (MISS A TURN).

4. ENTERING YOUR CONSONANTS:

Once the value of your letter is determined, the game directs you to ENTER A CONSONANT. Scroll right or left with your cursor to a letter and lock it in with the A or B BUTTON.

a. If the consonant is correct, its location lights up on the game board and the hostess turns over that letter. The value of the spin for that consonant is entered in your $$$ column. (If that consonant appears twice in the puzzle, your winnings are doubled; if three times, winnings are tripled, etc.) You then continue to spin.

b. If your consonant is incorrect, a buzzer sounds. The game screen announces SORRY, and play passes to the next player.

5. BUYING A VOWEL:

You may choose to buy a VOWEL as long as you have $250 in winnings in the round you are playing.

a. That $250 is deducted from your winnings whether that vowel is correct or not.

b. It is $250 regardless of how many times that vowel appears in the puzzle.

c. If you do not have $250, you will only be offered the choice of SPIN or SOLVE.

6. You may continue to SPIN and enter a CONSONANT or buy a VOWEL until:

a. The letter you select is *not* in the puzzle.

b. The letter you select has already been guessed.

c. The wheel stops on B (BANKRUPT) or M (MISS A TURN).
d. You enter a vowel after you have spun the wheel for a consonant.
e. You give an incorrect solution to the puzzle.
f. Time runs out before you make your letter selection.

7. Player #2, when your turn comes up, the puzzle appears and the arrow points to your name. Use Controller 2 to take your turn, following the same procedure as Player #1.

8. Player #3, follow the same procedure as Players #1 and #2. Use Controller 1.

9.SOLVING THE PUZZLE:

During any of your turns, you may choose to solve the puzzle.

a. Scroll the CONTROL PAD to SOLVE and lock it in with the A or B BUTTON.

b. The puzzle appears at the lower half of the screen, with lines showing the missing letters.

c. A flashing box indicates the line on which the first missing letter is to be entered. That flashing box moves to each missing letter after you enter the previous one.

d. Scroll the cursor across the alphabet and lock in your selection. That letter will then appear in the flashing box.

e. When all the letters are filled in, scroll to END and lock in the completed puzzle.

f. If your solution is correct, the hostess will turn over the remaining blanks on the game board, then clap her hands to congratulate you.

g. If your solution is incorrect, play passes to the next player to SPIN, choose a VOWEL, or SOLVE.

NOTE: Speed is essential since the timer is counting down to 00; accurate spelling is also essential — even *one* incorrect letter will make the response incorrect.

HOW TO PLAY ROUND 2

1. A new puzzle appears and the new round, ROUND 2, is displayed at the lower right of the screen.

2. Round 2 is played the same as Round 1.

3. The winner of Round 1 has his/her winnings transferred from the $$$ column to the TOTAL column, which keeps a cumulative total of round winners throughout the entire game.

4. Player #2, you get to start Round 2.

HOW TO PLAY ROUND 3 — THE SPEED-UP ROUND

1. The wheel spins automatically to start the round. The value on which it stops is the amount of money each consonant will be worth for that round. (Vowels do not have any dollar value, but may be selected to help solve the puzzle.)

2. Player #3 (or Player #2, if only 2 players are competing), you start the round. You do not have to spin. Simply scroll the cursor to a consonant or vowel.

   a. A correct consonant sends the hostess to the puzzle to turn the letters on the board, and the value (see #1 above) is entered in your $$$ column.

   b. A correct vowel is turned on the board by the hostess, but no money is added to your winnings.

3. After each correct guess, ATTEMPT TO SOLVE flashes on the screen.

4. You are given a timed countdown to decide if you want to solve the puzzle.
   a. If you want to solve the puzzle, press the A or B BUTTON during the countdown, then follow steps outlined in Round 1, Step 9, SOLVING THE PUZZLE.

   b. If you do not wish to solve the puzzle, let the time run out. The round will continue with the next player

5. At the end of Round 3, winners of previous rounds have their dollar winnings transferred to their TOTAL column. The player with the highest total gets to play Round 4.

1. If you are the winner, your name appears on the screen. You are offered your choice of a prize to play for. As each prize appears, you are asked if you want a new prize.
    a. Locking in a YES with the A or B BUTTON changes to a different prize.
    b. Locking in a NO stops the board on the prize shown.

2. You are then shown the category and the blank game board, and are asked to choose 5 consonants and 1 vowel.

a. Scroll the cursor first to the consonants, then to the vowel.
b. Lock in each selection with the A or B BUTTON. Do this quickly, for this is a timed countdown.

3. The hostess then turns over any of your 6 letters that appear in the puzzle.

4. You are given a timed countdown to figure out the answer.
   a. Enter each missing letter as its box flashes, locking in each with the A or B BUTTON.
   b. Scroll to END and press A or B to lock in your completed answer.

5. If your answer is correct, the hostess turns over the letters on the board. The screen then announces the prize you have won.

6. If your answer is incorrect, you can continue to guess and enter different letters in the flashing boxes until you guess the correct answer or until the timer runs out. In either case, the missing letters are revealed on the game board to show the puzzle solution.

MESSAGE TO PLAYERS

1. This Game Pak uses a program which will randomly access the puzzles. At the end of play, the entire puzzle file is cleared and made available for future play. This is very much like shuffling a deck of cards after each game. Puzzles are selected at random by the computer, so although there are over 1,000 puzzles (places, things, people, events, etc.), repetition will occur. If repetition does occur and you wish to reshuffle the file, press the RESET button.This will initiate a new game and reshuffle all the puzzles in this file.

2. This game has been programmed to utilize the full TV screen. Since some older model TV sets have rounded screens, a portion of the image may be blocked out.

HINTS ON GAME PLAY

1. Correct spelling is essential when solving a puzzle. We recommend that you check the screen for all the letters you entered before you scroll the cursor to END and lock in your answer.

2. You can "erase" letters you may have entered incorrectly by scrolling the cursor to the ← (the correction symbol) and locking it in with the A or B BUTTON.

3. Each time you guess a letter (correctly or incorrectly), that letter is eliminated from the alphabet on the screen.

4. When all consonants have been placed in the puzzle and only vowels are still missing, that information is flashed on the screen, and you can move only to VOWEL or SOLVE.

5. A numeral 1 (or 2 or more) appearing on the scoreboard between your $$$ and TOTAL columns is a reminder for you of the number of FREE SPINS you have accumulated.

6. A boxed arrow [←] on the scoreboard moves from name to name, indicating the player whose turn it is.

7. A BANKRUPT stop on the wheel applies only to winnings in the current round. Previous rounds' winnings are not affected and stay on the scoreboard under the TOTAL column.

SAFETY PRECAUTIONS

1. This high-precision Game Pak contains complex electronic circuitry. Avoid temperature extremes when storing it or unnecessary shock when moving it.

2. Terminal connectors should not be touched or allowed to get wet or dirty. This can damage the game.

3. Never attempt to open or take apart the Game Pak.

4. Do not clean the Game Pak with paint thinner, benzene, alcohol, or any such solvents.

5. Be certain that the Control Deck POWER BUTTON is turned off when inserting or removing the Game Pak cartridge.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception.
It has been type-tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.The user may find the following booklet prepared by the Federal Communications Commission helpful: "How to Identify and Resolve Radio-TV Interference Problems." This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

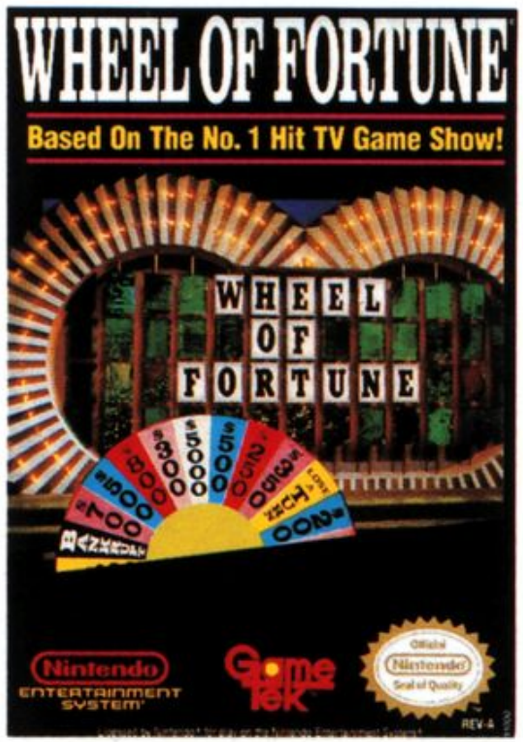
LIMITED WARRANTY

GameTek, Inc. warrants to the original consumer purchaser of this GameTek Nintendo Game Pak ("Game Pak") that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Game Pak is sold "as is," without express or implied warranty of any kind, and GameTek is not liable for any losses or damages of any kind resulting from use of this Game Pak. GameTek agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Game Pak, postage paid, with proof of date of purchase, at its Corporate Offices: 2999 NE 191 St., No. Miami Beach, FL 33180.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Game Pak has arisen through abuse, unreasonable use, mistreatment or neglect. THIS WARRANTY IS IN LIEU OF ALL OTHER WARRANTIES AND NO OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE SHALL BE BINDING ON OR OBLIGATE GAMETEK. ANY IMPLIED WARRANTIES APPLICABLE TO THIS GAME PAK, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL GAMETEK BE LIABLE FOR ANY SPECIAL, INCIDENTAL OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS GAMEPAK.

Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages, so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

LOOK FOR THESE OTHER EXCITING NEW GAMES FROM

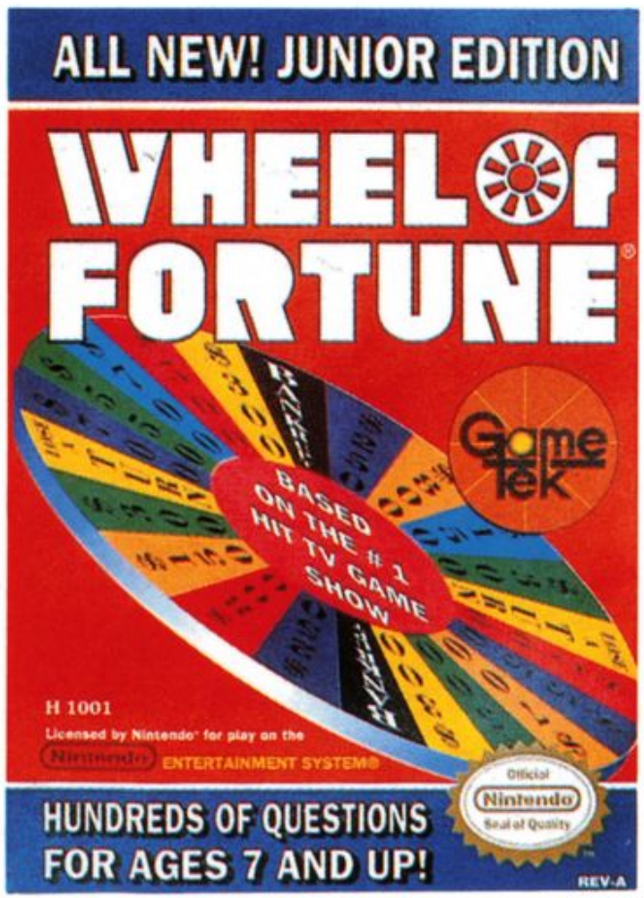


WHEEL OF FORTUNE®

The highest-rated game show in television history makes for exciting Nintendo game play. Spin the wheel, guess the letters, and watch the pretty hostess reveal the words. Hours of family challenges! Hours of family fun!

WHEEL OF FORTUNE® JUNIOR EDITION

This lively and stimulating junior version of the terrific Nintendo adult game recreates all the excitement of the hottest game show on TV. Now, kids to teens can spin for consonants, buy vowels, and solve puzzles...while trying to avoid going bankrupt and while having great fun!


ALL NEW! JUNIOR EDITION
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Game tek
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HUNDREDS OF QUESTIONS FOR AGES 7 AND UP!
REV-A

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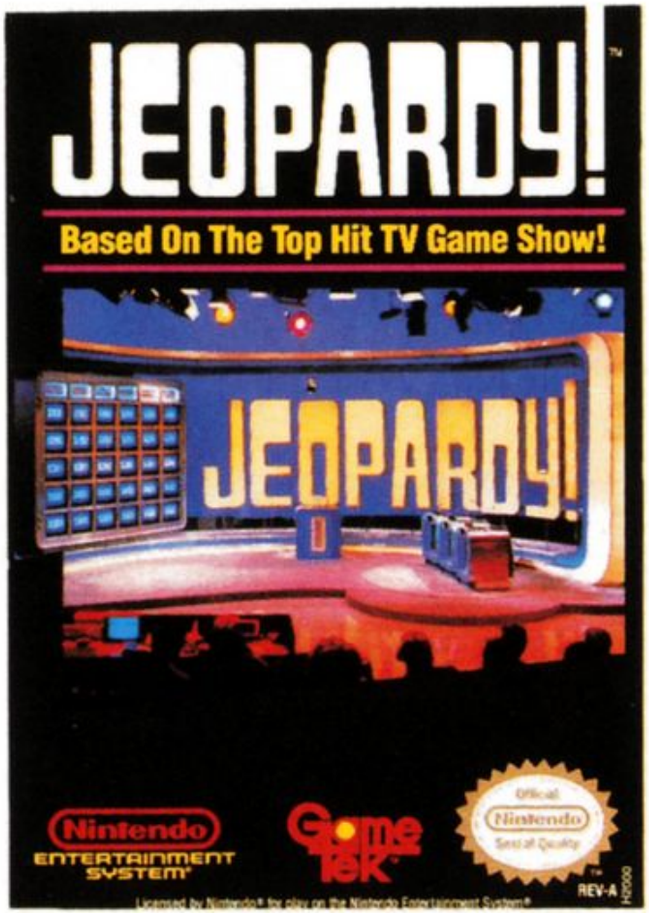
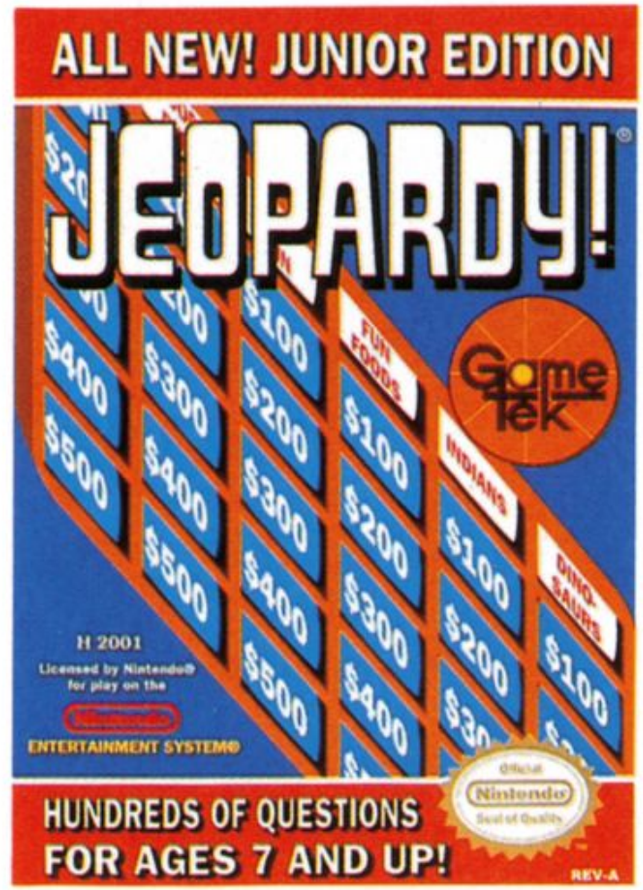


JEOPARDY!®

Be the first to press the buzzer and the "cash" is yours. With almost 2,000 "answers" just waiting for your "questions," this Nintendo version of the second-highest-rated TV game show is great fun and a great challenge!

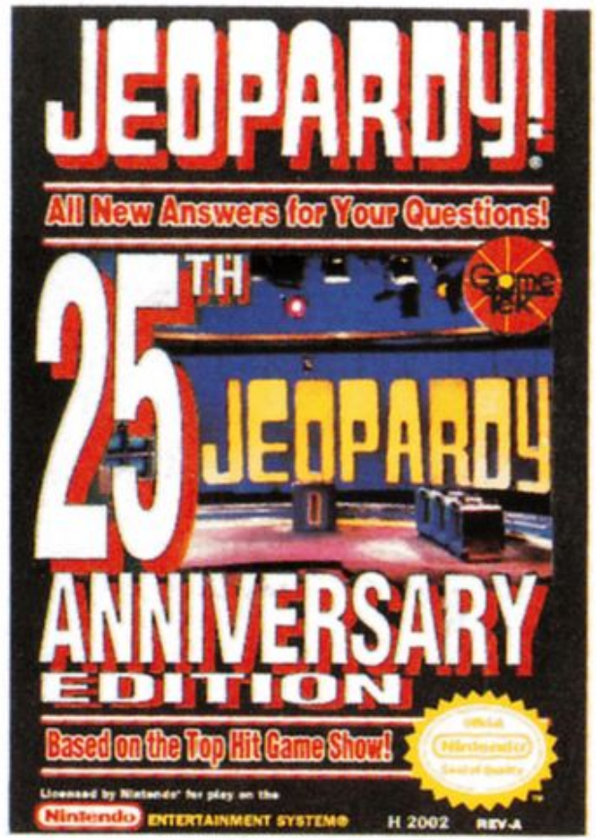


JEOPARDY!® JUNIOR EDITION

This terrific video game has questions and answers designed with kids to teens in mind. It's got the subjects their eager minds are curious about, subjects they are knowledgeable about! It's an exciting, fun-filled game!

JEOPARDY!® 25th ANNIVERSARY EDITION

Share the excitement with thousands of TV winners who have been competing for cash prizes for 25 years on this challenging answers and questions show. An all-new edition especially created to commemorate Jeopardy!'s Silver Anniversary!



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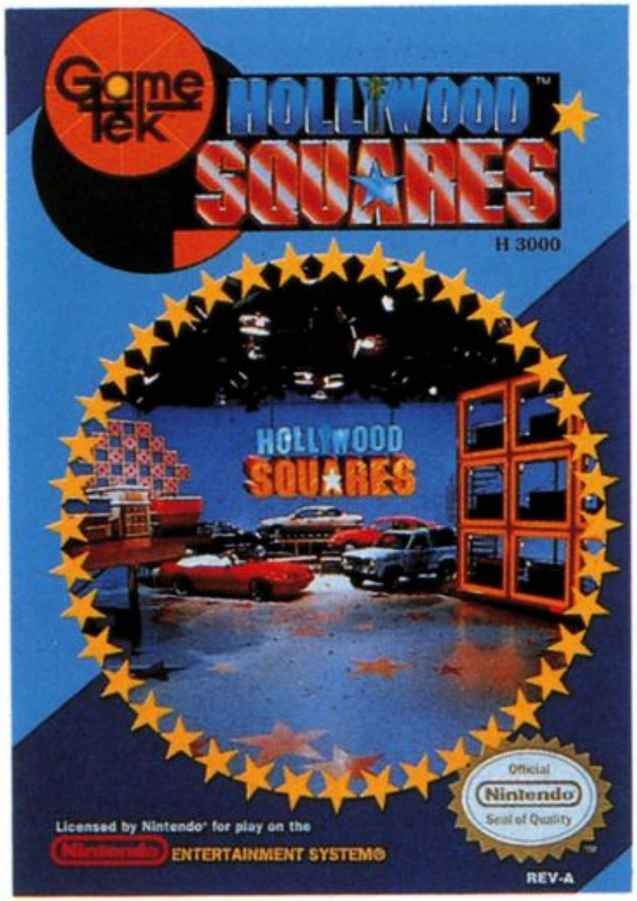
HOLLYWOOD SQUARES™



It's tic-tac-toe with a twist! Get your X's and O's by figuring out whether the "celebrities" are giving correct answers or making them up...but not before you chuckle over their humorous ad libs. Competition is keen, and excitement runs high when you play the fast-moving video version of this hit TV game show.

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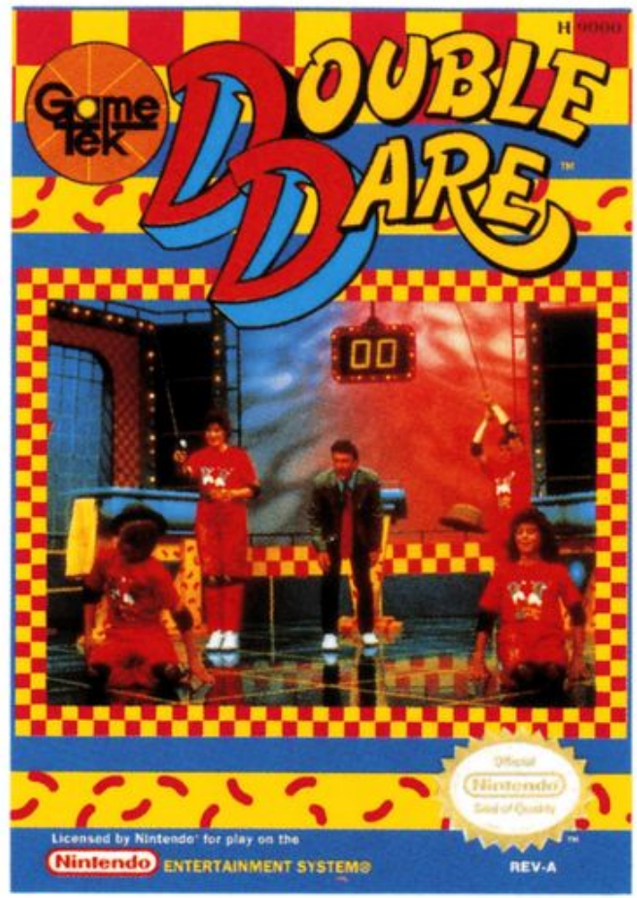
DOUBLE DARE™

The kids' TV game show that has taken the country by storm debuts on Nintendo. Kids get to test their minds on subjects from rock to rocks, then test their skill and reflexes on the Physical Challenges and the famous Double Dare Obstacle Course. Double Dare is Double Action! Double Dare is Double Challenge! Double Dare is Double Fun!



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Fisher-Price®

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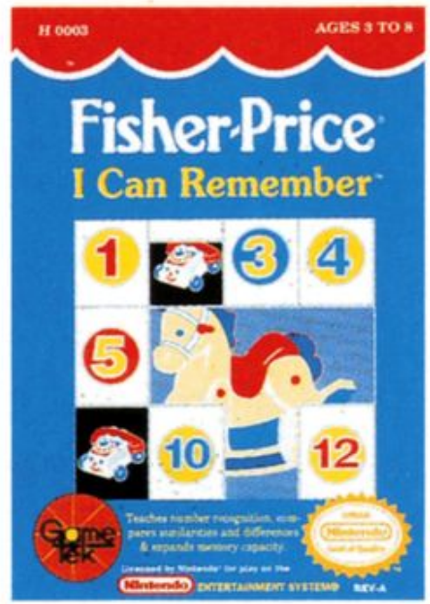
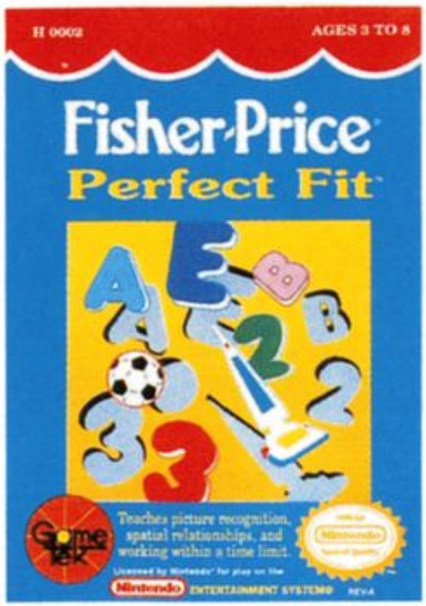
I CAN REMEMBER™



This absorbing and involving program gives pre-schoolers and primary-grade children an entertaining introduction to Nintendo game play. As they play, kids are strengthening their memory skills, reinforcing number recognition, and developing eye-hand coordination. The multiple skill levels offer ongoing challenges as kids grow and develop.



PERFECT FIT™

Perfect Fit fits perfectly into everyday game play for kids from 3 to 8. The entertaining puzzles encourage picture recognition, matching shapes and outlines, and working within a time limit...all while kids are having independent fun. Kids can play alone, with friends, or against the computer. A perfect way to learn and play!

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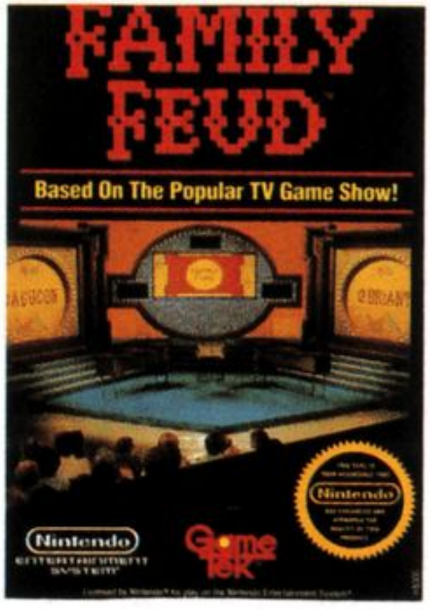

FAMILY FEUD™ — The whole family gets to pick the most popular answers to some usual and unusual questions! Then go for the big money in the final round. This high-action game plays just like the popular television game show.

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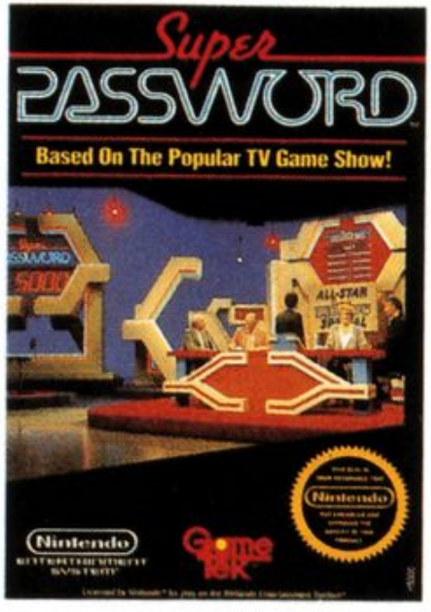

SUPER PASSWORD™ — The Password for this terrific word-association game is "FUN." It's also Fantastic, Enjoyable, Amusing, Entertaining, and Exciting! Hours of stimulating play!

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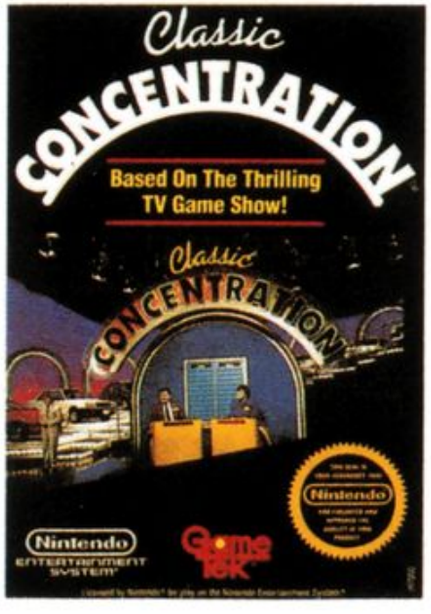

CLASSIC CONCENTRATION™ — Test your skill and memory as you try to match the prizes behind the numbers, then guess the rebus on the gameboard. This exciting game is one of the most popular, long-running shows on TV. It's great fun for the whole family!

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